SEGA™

SEGA SATURN™

SEGA AGES™
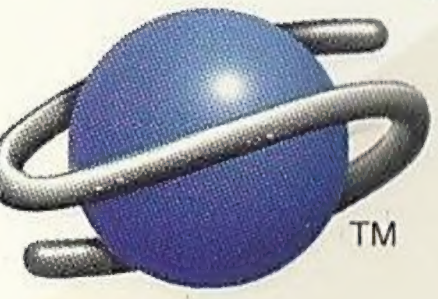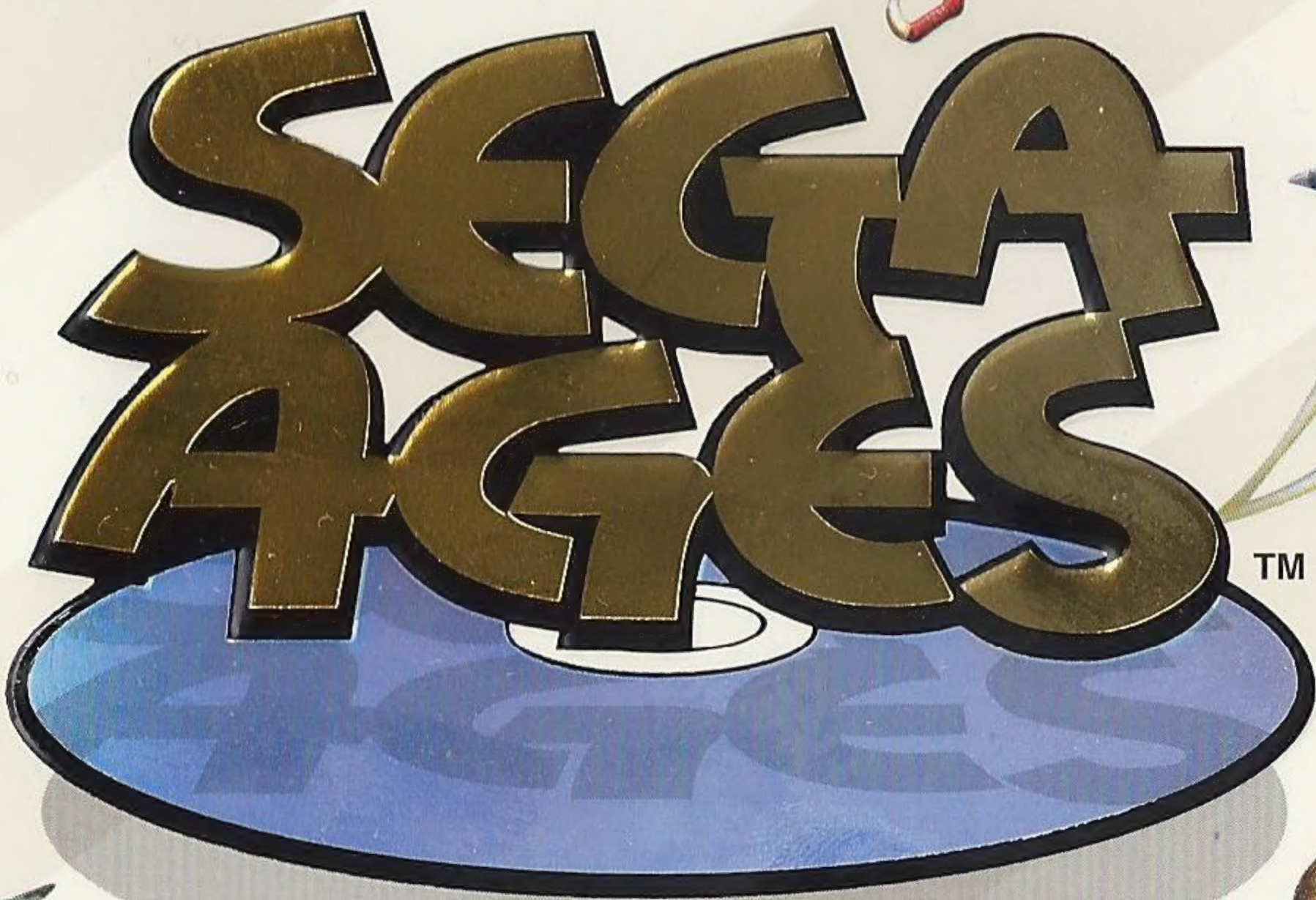
Arcade

SEGA

SPAZ™

SPAZ OUTRUN

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-12707H

We are delighted that you have chosen *SEGA AGES*™ for play on your SEGA Saturn™ System. We hope that you will continue to enjoy this and all of our games for the SEGA Saturn™ System. Due in part to the numerous requests we've had for arcade games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what YOU think of our games and what games **YOU** would like to see released in this country.

Handling Your SEGA Saturn Disc

- This Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn disc clean. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ System.

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18135 Clear Creek Road
Redding, CA 96001

TABLE OF CONTENTS

Since a game's save data cannot be saved directly on a compact disc, the SEGA Saturn™ is equipped with Internal Backup RAM. Most CD games have a save feature that uses it. If a game cannot be saved, it may be necessary to delete some previously saved data or copy some of the save data to a Backup RAM cartridge. If the Saturn's memory is full, then make room on the Backup RAM by deleting unwanted save data files.

Accessing the Memory Manager

To access the System Settings menu quickly, turn on the SEGA Saturn™ and hold down the Right and Left Shift buttons on the controller. If the game unit is already turned on, press the RESET button while holding down the Left and Right Shift buttons. From the System Settings Screen, select Memory Manager.
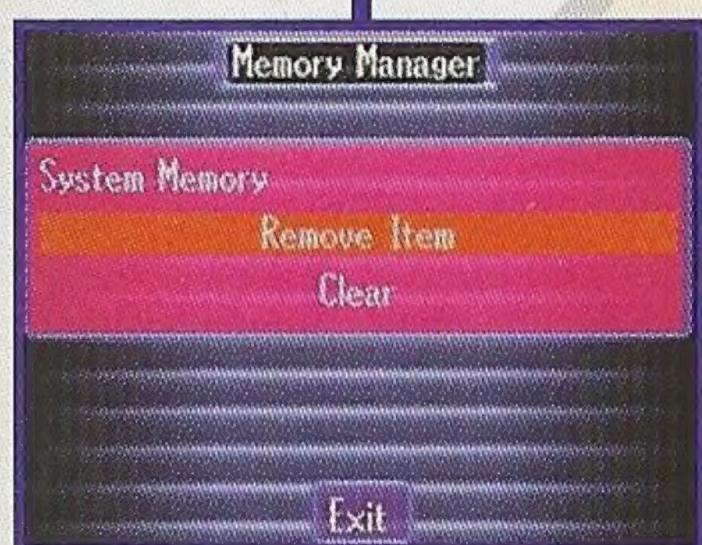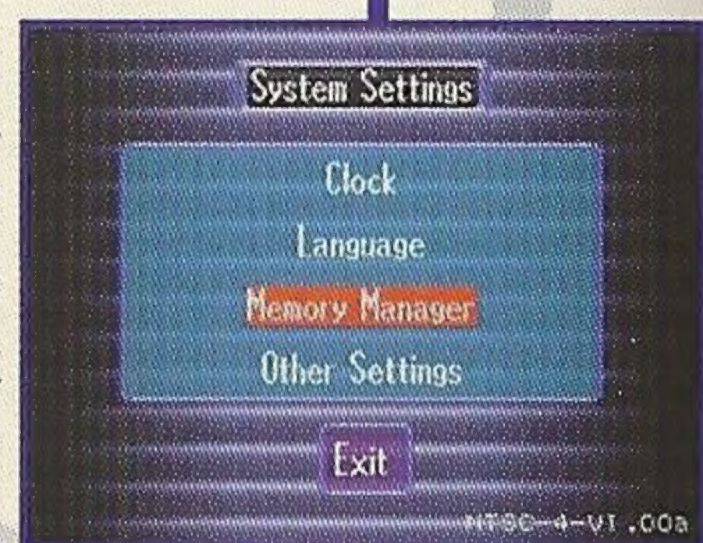
From this screen, any or all of the save data files in the System Backup RAM can be deleted. The box below describes in detail how to delete save data. *Remember, once save data is deleted it can never be recovered...so don't come crying to us if something really important gets deleted.*

DELETING SELECTED DATA

To delete specific save data on the SEGA Saturn™, select "REMOVE ITEM" from the System Memory box and press the "A" button. The Delete Screen then will appear. Next, decide which file to erase.
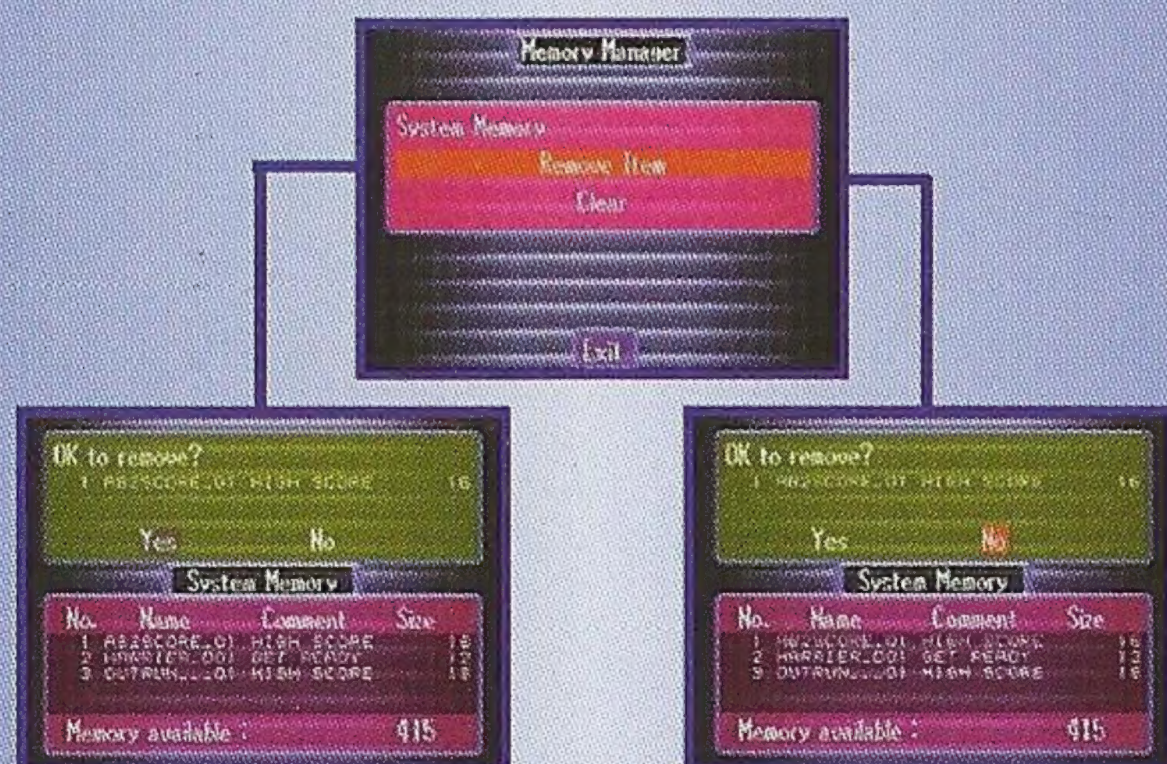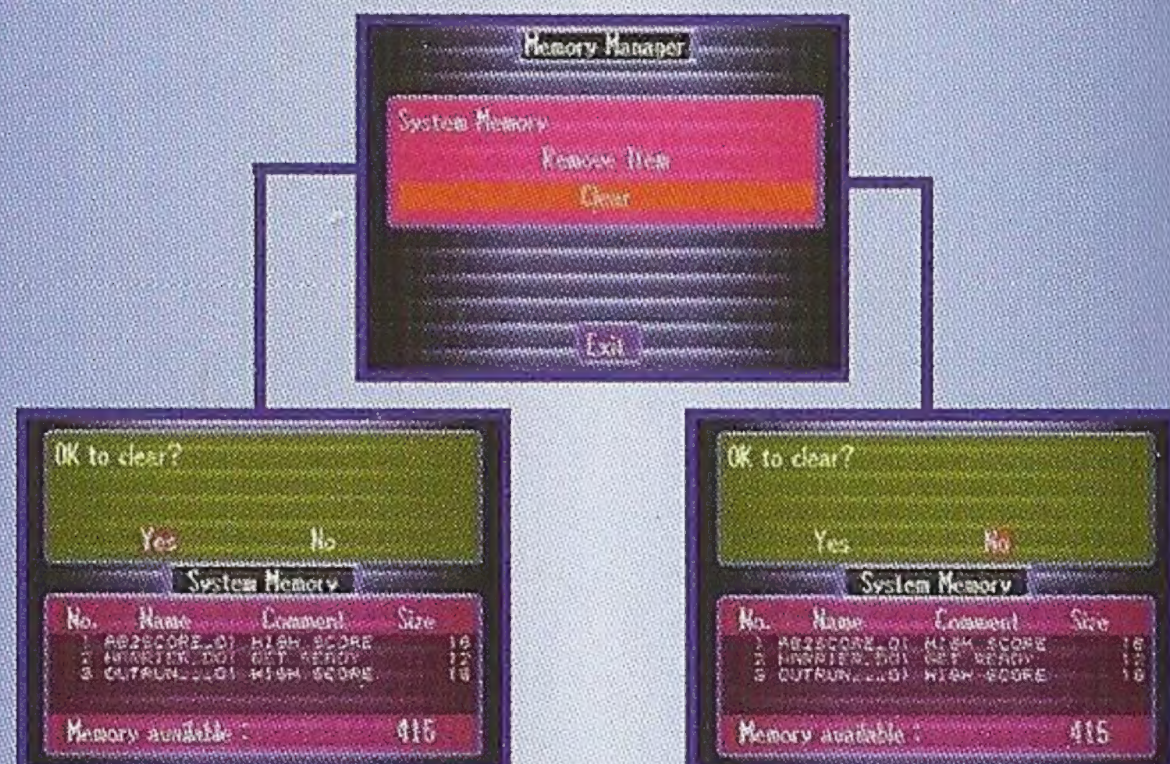
If "YES" is selected, the save data file will be erased, freeing up more memory for game saves.

If "NO" is selected, then the save data file *will not* be erased.

DELETING ALL SAVE DATA

To clear all of the save data files on the SEGA Saturn™, select "CLEAR" from the System Memory box and press the "A" button.

If "YES" is selected, then *all* of the save data will be erased. *Once erased, it can NEVER be recovered.*

If "NO" is selected, then the save data *will not* be erased.

NOTE: If the message NOT REMOVED! appears, there may be a problem with the system's backup memory. For assistance in fixing this problem, call 1-800-SEE-SATURN.

BEFORE YOU BEGIN

Before turning on the SEGA Saturn, make sure it is properly connected according to the SEGA Saturn instructions. Insert the CD into the well of the CD tray and close the lid. Next, press the power button on the front of the unit. (Or, if the unit is on, select the Saturn icon on the CD screen). The title screen should appear. If the unit fails to function correctly, turn it off. Check to see if the SEGA Saturn is connected properly and then try again.

When you have finished playing, select SAVE before turning off the SEGA Saturn. Always make sure to turn off the SEGA Saturn before removing a CD.

IMPORTANT: The SEGA Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If the SEGA Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Cartridge Slot

Reset Button

Power Button

Open CD Door
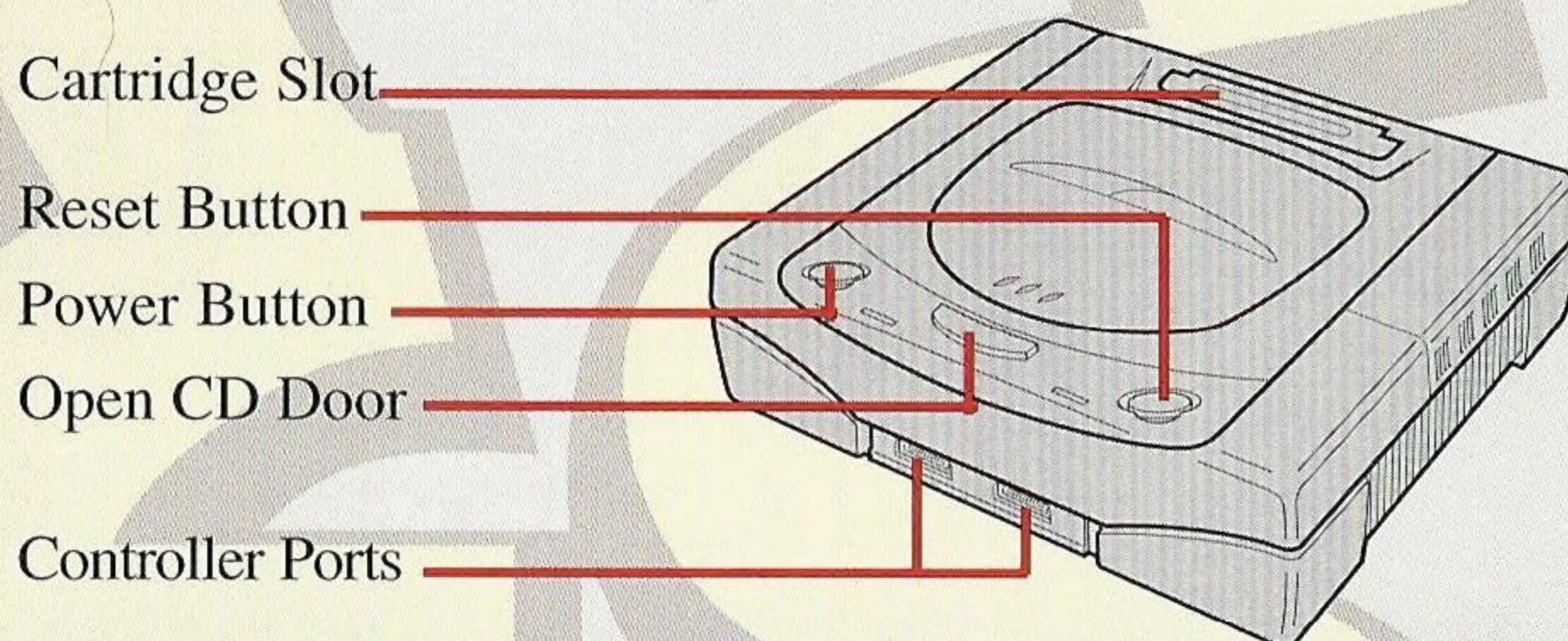
Controller Ports

CONTROLLERS

After Burner II, OutRun, and Space Harrier support a variety of controllers for the SEGA Saturn. Below is a chart showing which controllers can be used with each game.

After Burner II

Standard Controller   3D Control Pad   Mission Stick

OutRun

Standard Controller   3D Control Pad   Arcade Racer

Space Harrier

Standard Controller   3D Control Pad   Mission Stick

3

Starting After Burner II

To begin playing After Burner II, press the START button at the SEGA AGES Title Screen. Next, use the Direction Pad to select After Burner II and press the START button. After Burner II will now load.

When "PRESS START BUTTON" is shown, press the START button and the Title Screen will be displayed. The Title Screen displays the following options: START begins the game, OPTIONS changes the game settings, and EXIT to quit the game and return to the SEGA AGES Title Screen.

START

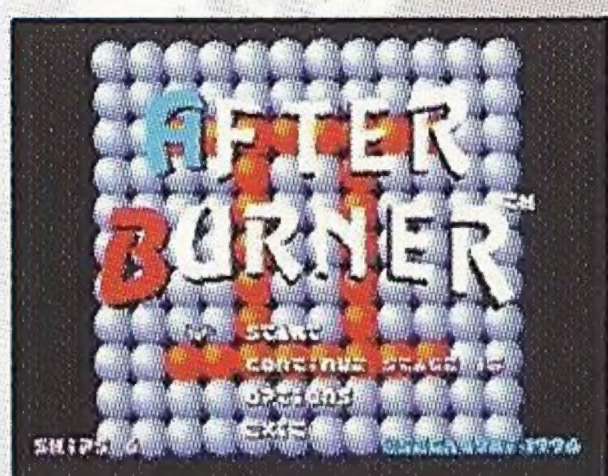Begins the game. To begin playing the game, move the cursor to select START. Press the "A" or "C" button. The game will begin.

OPTIONS

The following game settings can be changed: Level, Ships, Music Test, Up/Down, Auto Vulcan, Roll, Key Assign, and Sound (described below). To change any of these settings, move the cursor to select which option to change. Then move the Direction Pad right or left to change the setting. To exit the Options Screen and return to the Title Screen, choose EXIT.

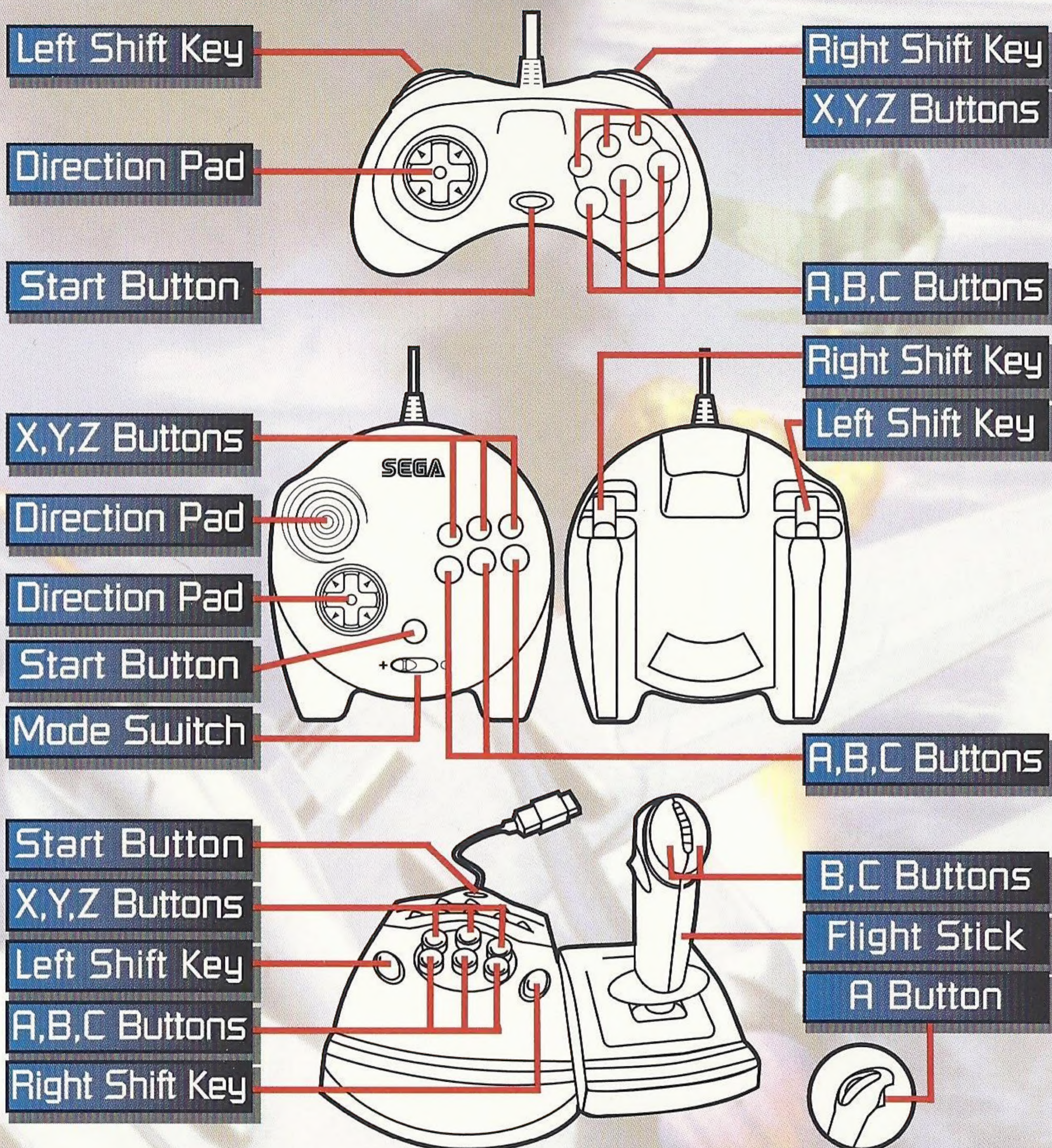| LEVEL	ROLL
Changes level difficulty. Choose from Extra Easy (Baby Chick) to Hardest (Chicken Hawk).	**Determines how the fighter will roll.** There are three different options that control how the plane will roll.
SHIPS	**D. PAD ONLY.** Turn the fighter right or left as far as it goes, then quickly move the fighter in the opposite direction.
Select number of fighter planes. A minimum of three ships or a maximum of six ships can be selected.	**"A" BUTTON ONLY** (works better than D. PAD ONLY). To make the fighter roll, move the Direction Pad right or left while pressing the "A" button.
MUSIC TEST	**D. PAD/"A" BUTTON.** Rolling can be performed using either method listed above.
Plays game music. Use the Direction Pad to select a song. Press the "A", "B", or "C" button to play it.	**NONE.** The plane will not be able to roll.
UP / DOWN	**KEY ASSIGN**
Select which operation is the best for making the nose of the fighter go up and down.	**Controller button configuration.** There are two different button configurations to choose from.
AUTO VULCAN	**SOUND**
Choose the firing mode for the Vulcan shot. When OFF, the Vulcan shot can be fired by pressing the "A" button. When ON, hold down the "A" button and the Vulcan shot will fire automatically.	**Determines how the sound is heard.** Select from STEREO (Burnin'!) or MONO (Smoked!).

EXIT

To exit the game and return to the SEGA AGES Title Screen, first use the Direction Pad to select EXIT. Then press the START button.
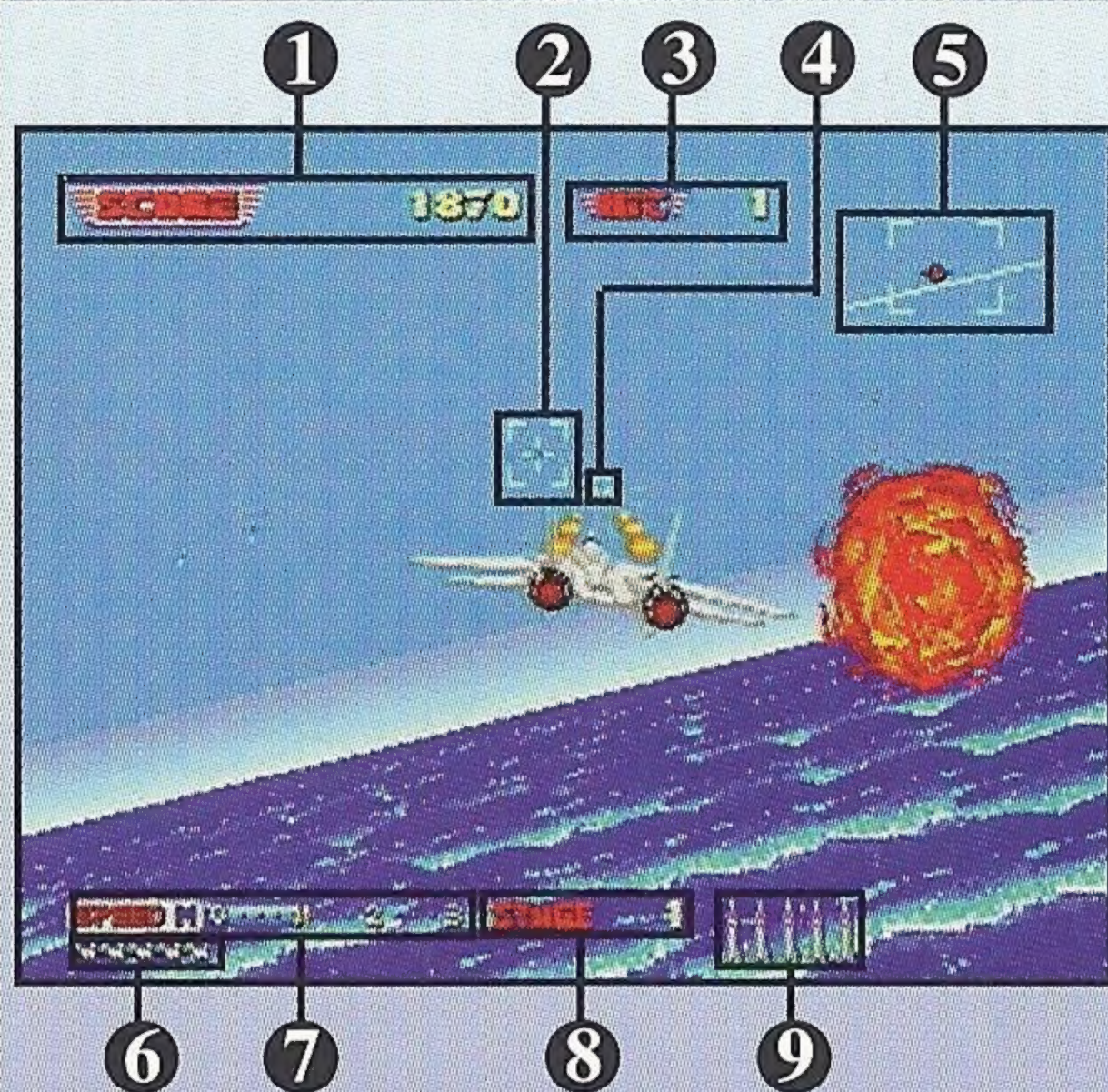
Know Your Controllers

Left Shift Key

Right Shift Key

X,Y,Z Buttons

Direction Pad

Start Button

A,B,C Buttons

Right Shift Key

Left Shift Key

X,Y,Z Buttons

Direction Pad

Direction Pad

Start Button

Mode Switch

A,B,C Buttons

Start Button

B,C Buttons

X,Y,Z Buttons

Flight Stick

Left Shift Key

A Button

A,B,C Buttons

Right Shift Key

Direction Pad or Flight Stick	Used to control the aircraft.
Mode Switch	Switch between Direction Pads.
START button	Start or pauses the game.
"A" button	Rolls the aircraft.
"B" button	Fires missiles.
"C" or "R" Shift	Fires vulcan shot.
"X" button	Change aircraft speed to low.
"Y" button	Change aircraft speed to medium.
"Z" button	Change aircraft speed to high.
"L" Shift	Not used.

NOTE: The above controller configuration is the default setting for the game. There are different controller configurations to choose from in the Option Menu; however, the manual is written according to the default settings.

GAME SCREEN

3 HITS. The number of hits in the current stage.

4 VULCAN SIGHT. Fire close to enemy plane or the Vulcan shot will miss.

5 RADAR. Displays position of the enemy planes located on the back of the fighter.

6 FIGHTER STOCK. Number of fighter planes remaining.

7 SPEED METER. Current speed of fighter.

8 STAGE. The stage of the game that the fighter pilot has reached.

9 MISSILES REMAINING. Displays the number of missiles remaining. Each big missile represents ten missiles.

1 SCORE. Displays current score.

2 MISSILE SIGHT. Missiles fired without a "LOCK-ON," will miss.

As the plane takes off, the first of three stages, Normal Stage, begins. This is where the bitter dogfight with the enemy starts. To change the fighter's speed, press the "X" button for low, the "Y" button for middle speed, and the "Z" button for high. The Vulcan shot is controlled by the "C" button or "R" Shift.

Use the Direction Pad to lock sights on the enemy, then fire the missiles by pressing the "B" button.

The second stage, Bonus Stage, involves attacking the enemy's ground facilities. To destroy the enemy's ground facilities, use the Vulcan shot.

In the third stage, Supply Stage, the fighter will be resupplied by the transport plane every two or three stages with fifty missiles. Up to 100 missiles can be loaded.
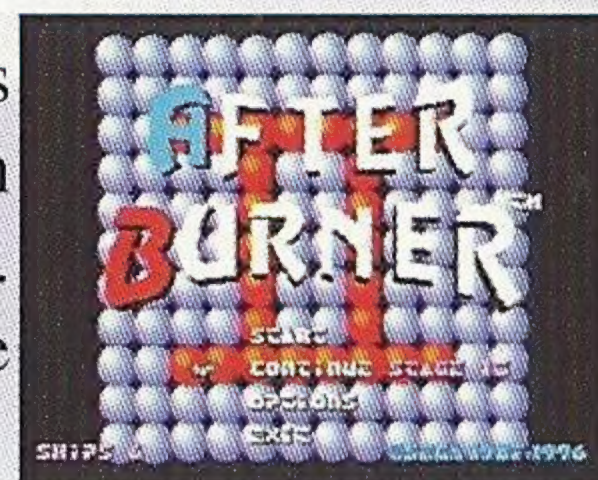
6

Once the fighter plane stock has been depleted and the last plane is shot down, it will be "GAME OVER!" If a specific stage has been reached by this time, the game can be continued from that stage. Just select CONTINUE PLAY using the Direction Pad at the Title Screen and press the START button.

When the score reaches 3,000,000 points, an extra fighter plane will be added to the fleet. After that, an extra plane will be received after every 10,000,000 points.

DOGFIGHT TECHNIQUE

To carry out a successful mission, four basic techniques of aerial battle should be learned. These dogfight techniques must be mastered in order to carry out the mission.

DODGING MISSILES. First, draw as many of the enemy's missiles as possible. Then, dodge quickly to avoid being hit.

URGENT EVASION WITH AFTER BURNER. When enemy fighters or missiles come from behind, shake them off by using the fighter's after burner. Speed up by pressing the "Z" button quickly, two times in a row. This will give the fighter a burst of speed for a brief period of time allowing the fighter to evade enemy planes and missiles.

MISSILE USE. The number of missiles is limited, so use them wisely. The only way to receive more missiles is by resupplying the fighter. As soon as the supply plane comes, the missile supply will be charged with fifty missiles.

LOCK-ON ENEMIES QUICKLY. The enemy formation is arranged from the left to the right side of the screen. Lock-on the formations from either the right or left side and fire from one to the next. This will efficiently target more enemy planes.

After Burner II has some real finger-blistering levels that will require a lot of skill and practice in order to reach the very end of the game. Below are pictures showing just how intense some of the levels get. For those that just can't seem to reach the end of the game, just look at these incredible pics and remember, winners never quit and quitters never win.

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

Level 10

Level 11

Level 12

Level 13

Level 14

Level 15

Level 16

Level 17

Level 18

Level 19

Level 20

Level 21

Level 22

Level 23

Starting OutRun

To begin playing OutRun, press the START button at the SEGA AGES Title Screen. Next, use the Direction Pad to select OutRun and press the START button. OutRun will now load.

When "PRESS START BUTTON" is displayed, press the START button and the Title Screen will be displayed. The Title Screen displays the following options: START begins the game, OPTIONS to change game settings, and EXIT to quit the game and return to the SEGA AGES Title Screen.

START

After selecting START, select what music will be played during the game by moving the Direction Pad. After a musical theme is selected, press the START button and the game will begin.
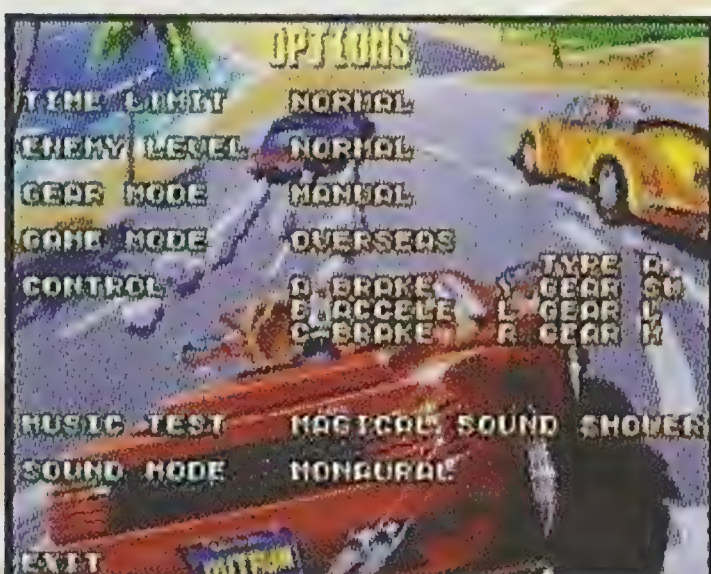
OPTIONS

The following game settings can be changed: Time Limit, Enemy Level, Gear Mode, Game Mode, Control, Music Test, and Sound Mode (described below). To change any of these settings, move the cursor to select which option to change. Then move the Direction Pad right or left to change the setting. To exit the Options Screen and return to the Title Screen, select EXIT.

TIME LIMIT

Time given to reach the checkpoint. There are five different times ranging from: Extra Easy (wimp) to Hardest (macho).

ENEMY LEVEL

Determines enemy's difficulty. There are five different settings ranging from: Extra Easy (no wheels?!) to Hardest (road warriors).

GEAR MODE

Select the car's transmission type. The car can have either a Manual or Automatic transmission.

GAME MODE

Select which version of OutRun to play. The Japan version or Overseas version can be played.

CONTROL

Determines the controller's button configuration. There are five different button configurations. Each of the configurations will have their own advantage.

MUSIC TEST

Plays the game's musical themes. To listen to one of these snappy little numbers, first choose which theme to listen to by moving the controller to the right or left. After a theme has been selected, press the "A" or "C" button.
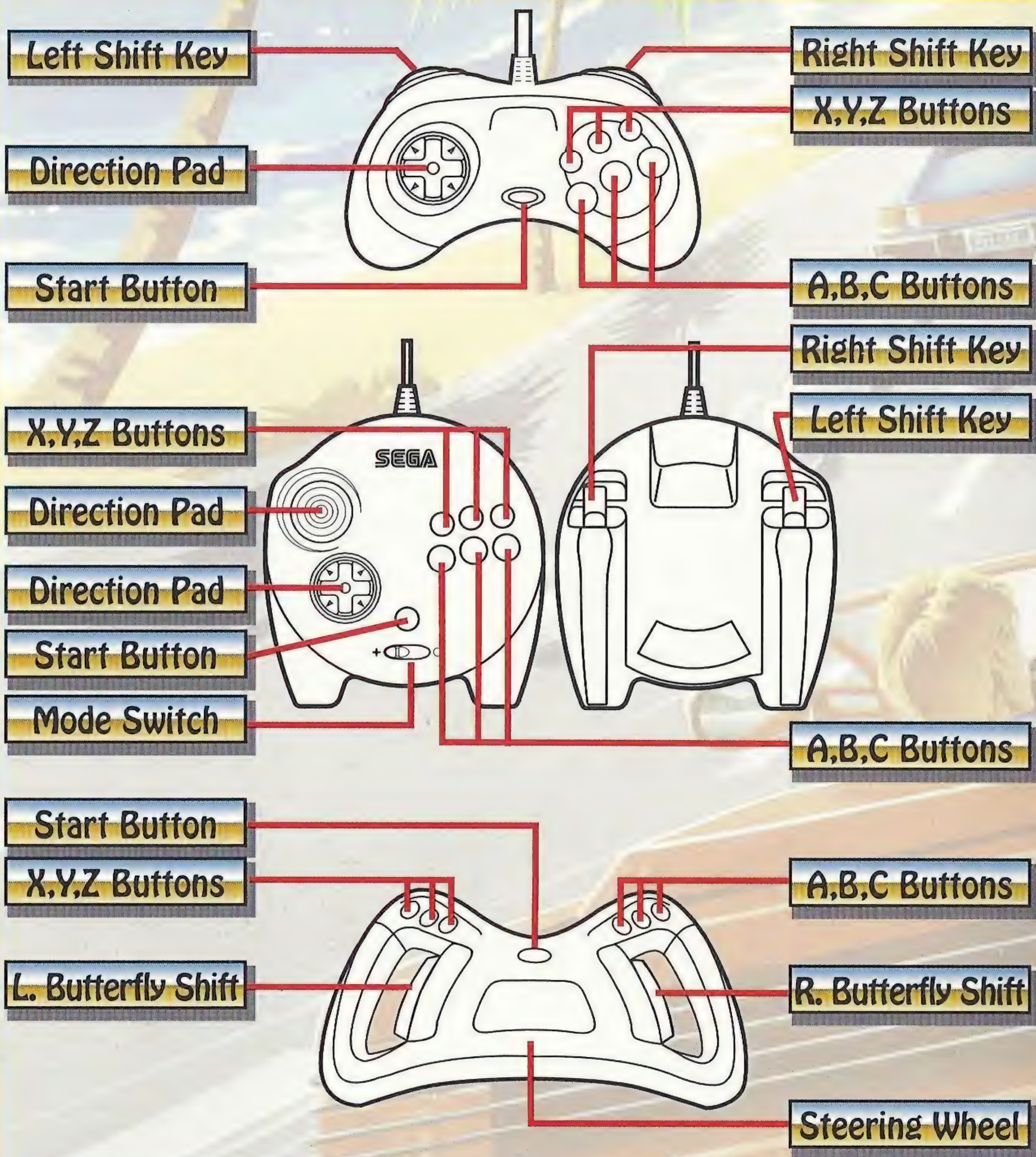
SOUND MODE

Determines how the sound is heard. The game can be listened to in either "STEREO" or "MONO." *Yeah, like that's a hard choice!*

EXIT

To exit the game and return to the SEGA AGES Title Screen, first use the Direction Pad to select EXIT. Then press the START button.

Know Your Controllers

Left Shift Key

Right Shift Key

X,Y,Z Buttons

Direction Pad

Start Button

A,B,C Buttons

Right Shift Key

Left Shift Key

X,Y,Z Buttons

SEGA

Direction Pad

Direction Pad

Start Button

Mode Switch

A,B,C Buttons

Start Button

X,Y,Z Buttons

A,B,C Buttons

L. Butterfly Shift

R. Butterfly Shift

Steering Wheel

Direction Pad or Steering Wheel	Used to control the car.
Mode Switch	Switch between Direction Pads.
START button	Start or pauses the game.
"A" button	Brakes.
"B" button	Accelerator.
"C" button	Brakes.
"Y" button	Switches between gears.
"L" Shift or L. Butterfly Shift	Shift into low gear.
"R" Shift or R. Butterfly Shift	Shift into high gear.

10

NOTE: The above controller configuration is the default setting for the game. There are different controller configurations to choose from in the Option Menu; however, the manual is written according to the default settings.

Playing the Game

When the light turns green, hit the gas ("B" button) and head for the first checkpoint. To slow down, try hitting the brakes ("A" or "C" button). The top speed can be selected with the "Y" button. When using the manual gear mode, press the "L" shift for low gear and the "R" shift for high gear.

GAME SCREEN

1 **TIME LEFT.** The seconds that are left to get to the next checkpoint.

2 **SCORE.** Points earned this race.

3 **TIME PASSED.** Time that has elapsed for this race.

4 **SPEEDOMETER.** The speed of the car in kilometers per hour.

5 **GEAR DISPLAY.** Shows if the car is in low or high gear.

6 **STAGE.** Displays which stage of the race has been reached.

7 **ROUTE.** Shows which route has been taken.

The road will fork just before the checkpoints. Therefore, make a choice as to which course to take. Hurry and choose a course and race to the next checkpoint!

Pass through the checkpoint before the Time Left becomes zero (0) seconds and a bonus time will be added to the Time Left. Now, hurry to the next one or it'll be "GAME OVER!"

Unfortunately, if the Time Left becomes zero (0) before the checkpoint is reached, that's it, "GAME OVER!"
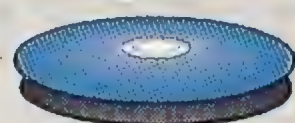
Level Preview

When the score is in the top twenty, the winner can register their name. To enter the name, first move the Direction Pad to a letter. Then press the "A" or "C" button to select it. To save and exit, either press the START button or move the Direction Pad to "ED." Then press the "A" or "C" button.

COURSE MAP

There are a number of different paths that the driver can take to reach the finish line. To really test one's driving ability, try to beat all of the different stages that are listed below. *Note: The course map is shown for the Overseas version. The Japanese version's course map will be slightly different.*

① COCONUT BEACH	② BIG GATE	③ WALLS	④ DESERT

⑤ ALPS	⑥ CLOUDY MOUNTAIN	⑦ WILDERNESS	⑧ OLD CAPITAL

⑩ WHEAT FIELD	⑪ SEASIDE TOWER	⑫ VINEYARD	⑬ DEATH VALLEY

⑭ STONE HILL	⑮ DUALWAY	⑯ LAKESIDE	⑰ FINISH

SPACE HARRIER™

Background

In a far away galaxy, the Dragon Land exists. Here, peace had existed until the horrible, brutal beasts appeared. They systematically began to cover the land with darkness. The Dragon of Justice, Uriah, appeals to the powerful soldier, Harrier, to drive the beasts off and bring light back to the ruined world. Harrier's lonely battle is about to start in a land where unknown beasts nest. With the Dragon Land's fate in his hands, Harrier's journey begins now.

Harrier	Uriah
A uniquely powerful soldier with an outrageously powerful weapon. Harrier has tremendous freedom of movement while using his Super-Power Cannon, a cannon with fear-inspiring fire power.	
	This Dragon of Justice has a gentle heart, pure white body, and yearns for the day when Dragon Land will see peace again. Uriah will appear to assist Harrier in the bonus stage.

Starting the Game
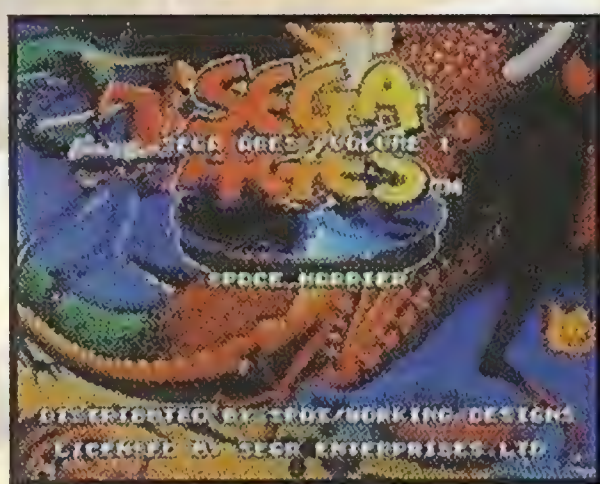
 To begin playing Space Harrier, press the START button at the SEGA AGES Title Screen. Next, use the Direction Pad to select Space Harrier. Then, press the START button again. Space Harrier will now load.

When "PRESS START BUTTON" is shown, press the START button and the Title Screen will be displayed. The Title Screen displays the following choices: START begins the game, OPTIONS to change game settings, and EXIT quits the game and returns to the SEGA AGES Title Screen. Move Direction Pad to select, then press the START button.

Start

Select START and press the START button to begin playing Space Harrier.

STARTING SPACE HARRIER

OPTIONS

The following game settings can be changed: Level, Player, Trial Time, Bonus Player, Music Test, Up/Down, Ranking, and Sound Mode (described below). To change a setting, first move the cursor up or down to the option that needs to be changed. Then move the Direction Pad right or left to change the setting. To exit the Options Screen and return to the Title Screen, select EXIT and press the "A" or "C" button.

LEVEL	MUSIC TEST
Changes level difficulty. Choose the difficulty from five levels ranging from Extra Easy (humble Harrier) to Hardest (hero Harrier).	**Plays the game's musical themes.** To select music from the game, move the Direction Pad right or left to select the musical theme. Press the "A", "B", or "C" button. The music will then be played.
PLAYER	**UP / DOWN**
Number of Harriers. Select the number of Harriers (3 or 5) to start the game.	Choose the operation for the Direction Pad from Normal or Reverse.
TRIAL TIME	**RANKING**
Play for a limited time without dying. Turn this option on for a 60-second trial run without fear of decreasing the number of Harriers.	**Displays top scores.** Press the "A" or "C" button to display the top 99 scores. Use the Direction Pad to scroll through the scores. Press the "B" button to exit.
BONUS PLAYER	**SOUND MODE**
Determine when an extra life will be awarded. Decide the score (5,000,000 or 7,000,000) at which an extra life will be added to the number of Harriers.	**Determines how the sound is heard.** Select either STEREO or MONO (decisions, decisions, decisions!).

EXIT Choose EXIT to return to the SEGA AGES Title Screen.

About the Game

When the number of Harriers becomes zero (0), it will be GAME OVER and the top scores will be displayed. Continuation may be possible.
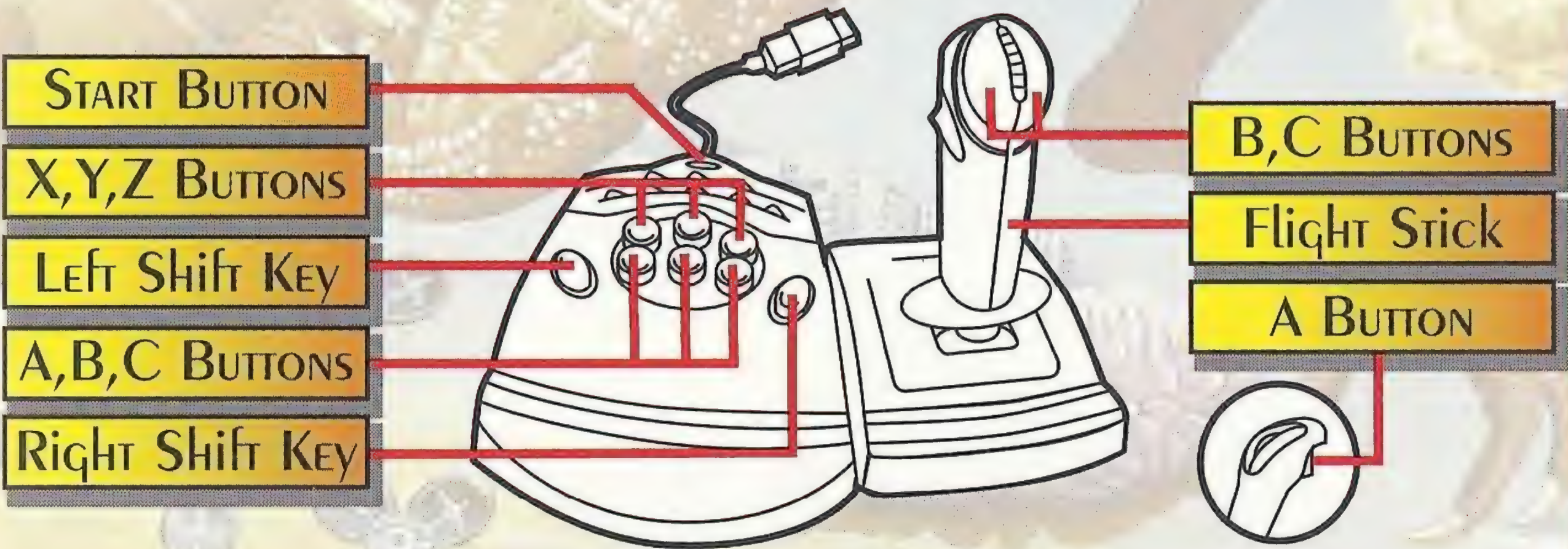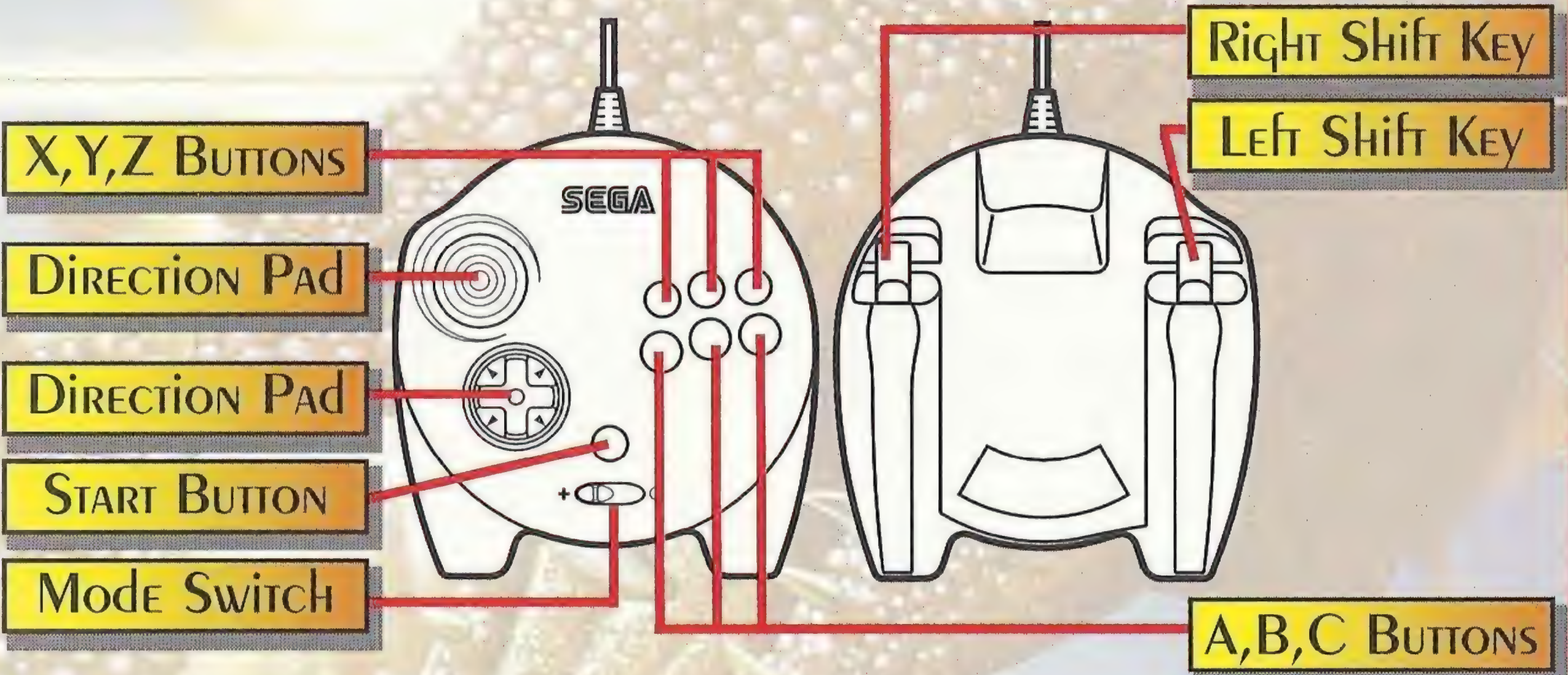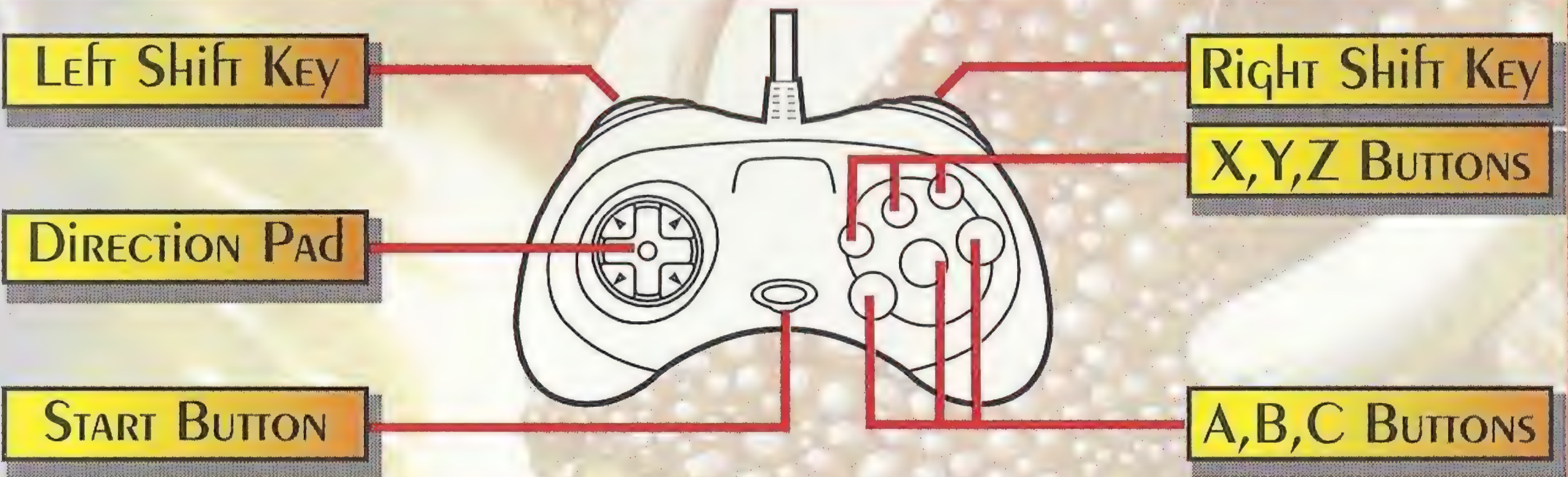

If Harrier has made it to Stage 6 - 12, the game may be continued at Stage 6. If Harrier has made it to Stage 13 - 18, the game may be continued at Stage 13. Select "CONTINUE STAGE 6 (or CONTINUE STAGE 13 depending on your level)" at the Title Screen and press the START button.

When it is GAME OVER, any score making it to the top twenty will be displayed, and those in the top seven can enter the player's name. Use the Direction Pad to select a character, then input this character using the "A", "B", or "C" button. Select and input "ED" using the same operation to return to the Title Screen.

14

Left Shift Key

Right Shift Key

X,Y,Z Buttons

Direction Pad

Start Button

A,B,C Buttons

Right Shift Key

Left Shift Key

X,Y,Z Buttons

Direction Pad

Direction Pad

Start Button

Mode Switch

A,B,C Buttons

SEGA

Start Button

B,C Buttons

X,Y,Z Buttons

Left Shift Key

Flight Stick

A,B,C Buttons

A Button

Right Shift Key
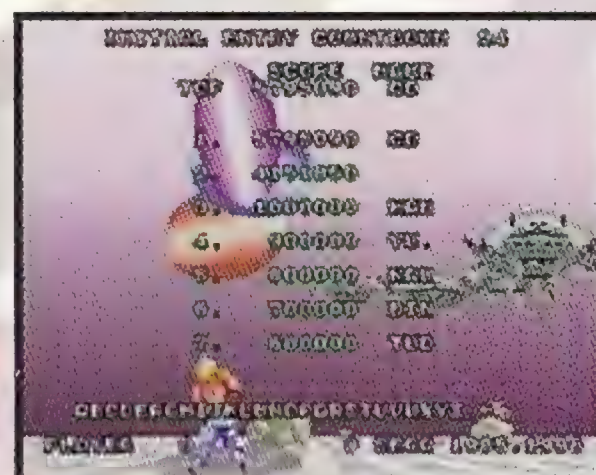
Direction Pad or Flight Stick	Used to control Harrier.
Mode Switch	Switch between Direction Pads.
START button	Start or pauses the game.
"A", "B", or "C" button	Fires weapon.
"X", "Y", or "Z" button	Not used.
"L" or "R" Shift	Not used.

15
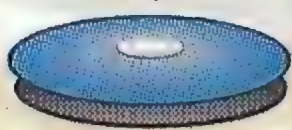
Playing the Game

To bring peace back to Dragon Land, Harrier must defeat the beasts of all 18 stages. To advance from one stage to the next stage the Boss must first be defeated. There are two types of stages, the Battle Stage and the Bonus Stage. In the Battle Stage, Harrier uses the Super-Power Cannon to attack the enemy. The number of Harriers is decreased if Harrier is hit by the enemy or an obstacle. The number of Harriers will increase by one when the score reaches 5,000,000 points. In the Bonus Stage, control Uriah, with Harrier along for the ride, while earning 50,000 points for each obstacle destroyed. These screens are described below.

Battle Stage Screen	Bonus Stage Screen
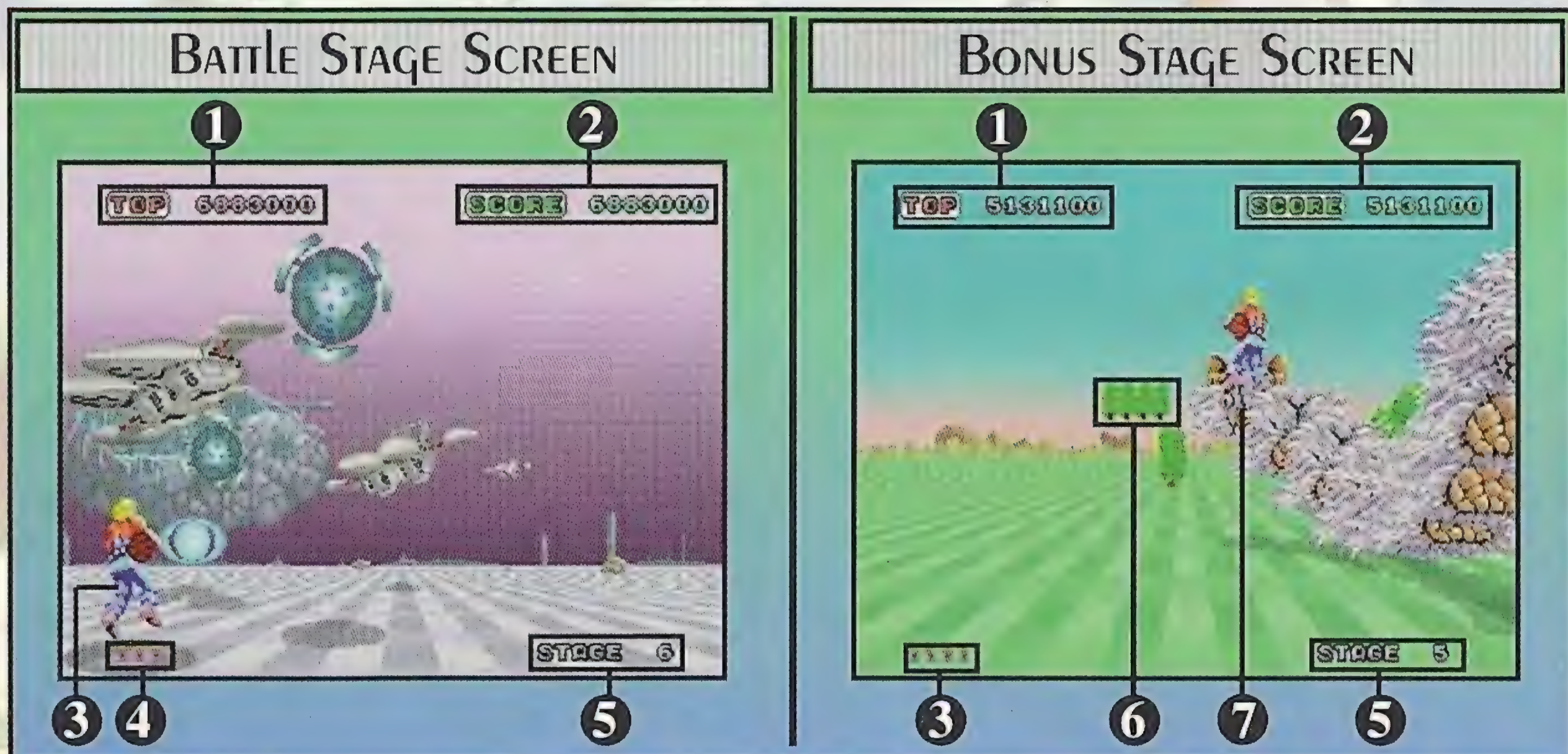
❶ **TOP SCORE.** The highest score ever reached in the game. The score to beat!

❷ **CURRENT SCORE.** Points earned so far during the current game.

❸ **HARRIER.** The player.

❹ **REMAINING LIVES.** Number of Harriers remaining.

❺ **CURRENT STAGE.** The stage that Harrier is currently in.

❻ **BONUS POINTS.** Displays bonus points earned this Bonus Stage.

❼ **URIAH.** Control Uriah, the Dragon of Justice, during the Bonus Stage.

Battle Techniques

Even the powerful soldier Harrier needs to learn some skills to win this battle. First, the beasts are aiming for Harrier, so make sure not to stay in one spot. Try moving in a huge circle, this is effective for all stages of the game.
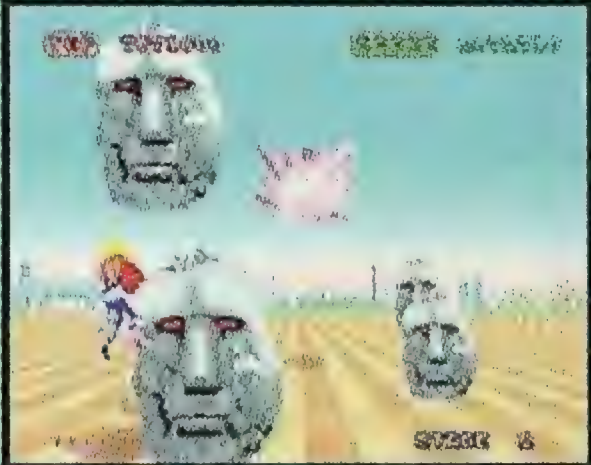
Secondly, avoid hitting obstacles by not running on the ground. Rather, it is easier to destroy them by firing on them from above.

Lastly, in a stage that has many undestroyable objects, it is easy to make a mistake. Harrier must move up and down more than the sideways motion in order to avoid running into obstacles.
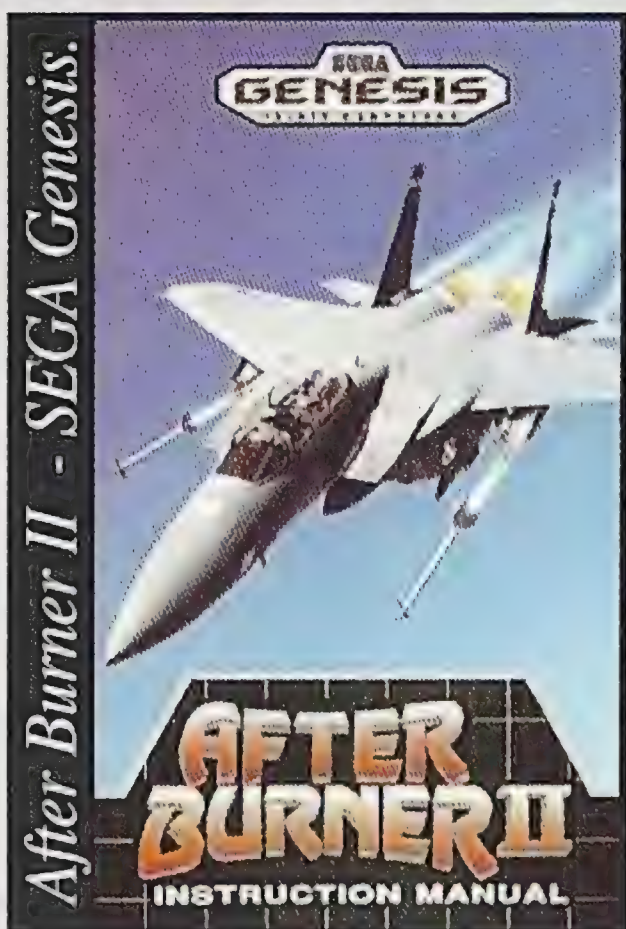
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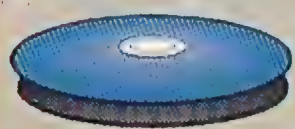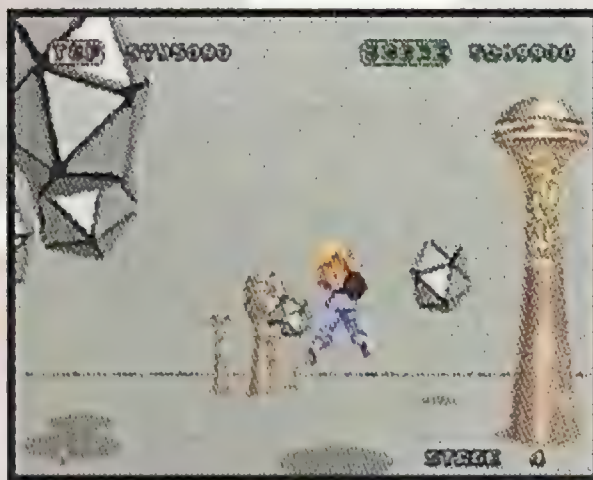
Space Harrier, with all of its intense levels, will require a lot of skill and practice in order to reach the very end of the game. Only a few will have the quick reflexes and determination to reach the last level. So what's it gonna be? Are you just going to sit around and look at these pictures? Or are you gonna grab a controller and blast your way to the final level? You have no idea of what's waiting for you.

1 MOOT

2 GEEZA

3 AMAR

4 CEICIEL

5 BONUS STAGE

6 OLISIS

7 LUCASIA

8 IDA

9 REVI

10 MINIA

11 PARMS

12 BONUS STAGE

13 DRAIL

14 ASUTE

15 VICEL

16 NATURA

17 NARK

18 ABSYMBEL

?

After Burner II - SEGA Genesis.

The games contained on this 3 in 1 CD have all appeared on various platforms at various times since they were created, but never together as a kind of "arcade classics" collection, and never arcade perfect. Thanks to the power of the SEGA Saturn, this is now possible.

Originally, the games included in this collection were released for SEGA Saturn in Japan separately for about $40 each. SEGA of Europe was insightful enough to request a "collection" disc be made for the European PAL market, and we liked the idea, too. So, we licensed it for North American NTSC Saturns.

Of course, since the versions that were sold separately in Japan had copious gobs of arranged music, sometimes two or three mixes of the same songs, some of that had to go to make all these fit on one disc for this version. In most cases, it was the auxiliary mixes of the "original" tracks that were omitted. The new arranged "base" tracks were kept for your enjoyment.

The original composer of OutRun, After Burner, and Space Harrier's music was asked back to update his work for this collection. Here's an excerpt of his translation notes from the Japanese version of OutRun:

"I am pretty sure that, for many of you, this SATURN version is the first chance to play the game 'OUTRUN.' So, you might accept this arranged version of music without a sense of incompatibility. But, if you knew the original version, some might say, 'Oh, this is different!' with a smile, and the others might say 'What? This is not what I have imagined at all!' with disappointment.

After Burner II Ad - RePlay Magazine December '87.
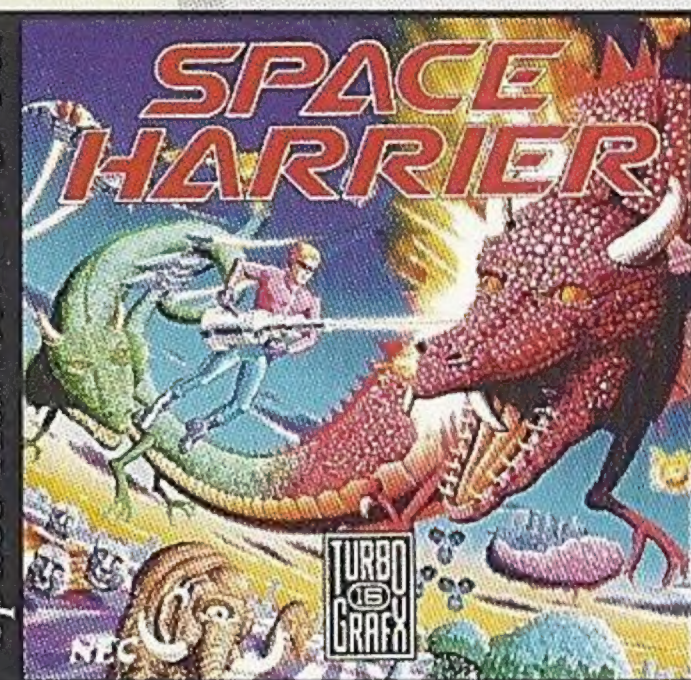
When we decided that we were going to use the arranged version of the original music, I sure wondered what kind of concept I should use. I wondered if I should try to make it as close as possible to the original. I also wondered if I should go for a completely different approach. Well, I finally told myself that it was all right as long as it sounded cool! So, I let myself go free composing this version. I am pretty sure that everyone has their own image about this game, but, please just accept the fact that this is indeed the BGM for OUTRUN 96 version. I like the song called 'PASSING BREEZE' the best among the four titles I have arranged. At first, I liked 'MAGICAL SOUND SHOWER', but this ('PASSING BREEZE') is really good. The melody that makes you feel sorrowful and the atmosphere..... it is hard to explain how great this song is. 'SPLASH WAVE' was completed with Techno flavor since the other project that was going on at the same time (with 'SPLASH WAVE') was music with Techno touch, also. I arranged 'LAST WAVE' being conscious to make it fresh. Please listen to this song at the end of summer when you are all by yourself in the dusk at the beach. These songs are revived versions of the songs made 10 years ago, but they still sound great after a little arrangement. If I mentioned that I am now interested in arranging other songs, I might end up with more work, I guess...... Well, this work is like my hobby, so I do not mind doing it anyway...... " - *Hiro, AM2 R&D Department*

It's interesting to note that these products were all developed by SEGA's trend-setting AM2 (Arcade Machine 2) department. All were ahead of their time, and set the pace for many of the games we have today. OutRun was the first driving game to feature multiple paths to the endings, which the player was allowed to choose. Space Harrier featured wild character and enemy designs. After Burner featured heavy use of scaling and rotation. These unique features made each of these games favorites with the game players, and top money-makers for the arcade operators. In fact,

19

Space Harrier Ad - RePlay Magazine May '86.

OutRun is *still* one of the top 5 arcade machines of all time according to Replay magazine. Other interesting tidbits about these titles: During the AMOA (arcade operator's) show in 1987, After Burner tied with Double Dragon as the best game of the show. That same year, OutRun was voted "Most Played Video Game."

In 1987, the "At the arcades" column for RePlay magazine, Glen Lewin stated "After Burner was out before the show, but this simulator was still one of the outstanding games there. It's an action shoot-'em up game that comes in two versions. The unique appearance of this upright cabinet features a new joystick that simulates the one used in an actual fighter plane. (It even has a recoil device.) The upright is expensive, but should earn well in high-volume locations. The sit-down or cockpit model is a complete simulator: the player moves with the action according to how he manipulates his joystick. Due to the extremely high cost (around $12,000) and physical size of the cockpit model, it is only for very high-volume arcades."

Now that these arcade classics are finally available in one place, and since these versions support analog sticks for the first time, you, the player, are set to play games that have what many "next-generation" action games lack: gameplay. Enjoy.

System ↓	AFTER BURNER II	OutRun	SPACE HARRIER
PC-Engine	●		
TurboGrafx-16			●
SEGA Master System	●	●	●
SEGA Master System/3D			●
SEGA Genesis	●	●	●
SEGA Game Gear		●	●
SEGA CD	●		
SEGA Genesis 32x	●		●
Nintendo Entertainment System	●		

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